

**Golden State Casino**

**Approved Collection Fee Schedule:**

<b>Player's</b>	<b>Collection Fee</b>
6 or more players	\$4
5 players	\$3
4 or less players	\$2

**GOLDEN STATE CASINO**  
**NO LIMIT TEXAS HOLD'EM**

In No Limit Texas Hold'em, the game rules are the same as the Limit Hold'em games with the following exceptions; the betting structure, blind structure, buy in, and raises.

**GAMES**

\$100 - \$200 NO LIMIT

\$500 - \$1000 NO LIMIT

\$2000- \$5000 NO LIMIT

**BETTING STRUCTURE**

In \$100 - \$200 No Limit Hold'em, a player can bet anywhere from \$5 to all of the chips that player has on the table, at any one time; whether it is before or after the flop, turn, and river.

In \$500 - \$1000 No Limit Hold'em, a player can bet anywhere from \$10 to all of the chips that player has on the table, at any one time; whether it is before or after the flop, turn, and river.

In \$2000 - \$5000 No Limit Hold'em, a player can bet anywhere from \$20 to all of the chips that player has on the table, at any one time; whether it is before or after the flop, turn, and river.

**BLIND STRUCTURE**

We use two blinds, one small blind and one big blind. Blinds are posted before the players look at their cards.

In the \$100 - \$200 no limit games, the small blind will be \$2 and the big blind will be \$5.

In the \$500 - \$1000 no limit games, the small blind will be \$5 and the big blind will be \$10.

In the \$2000 - \$5000 no limit games, the small blind will be \$10 and the big blind will be \$20.

Blinds are part of a players bet, unless the situation requires part of a particular blind to be "dead." Dead chips are not part of player's bet. The small blind is the player first position immediately clockwise from the dealer button and the big blind is player second position clockwise from the dealer button.

The player to the left of the blinds initiates action of the first round. After the first betting round, the action begins with the first active player to the left of the button.

### BUY IN

The buy in for \$100 - \$200 No Limit is anywhere from \$100 minimum to \$200 maximum.

The buy in for \$500 - \$1000 No Limit is anywhere from \$500 minimum to \$1000 maximum.

The buy in for \$2000 - \$5000 No Limit is anywhere from \$2000 minimum to \$5000 maximum.

After the first buy-in, the player is allowed to make one Short Buy-in. Anything less than the initial buy-in is considered a short buy-in. Adding to the stack does not constitute a Short Buy-in.

If a player bust out on big blind, they have the option to take small blind or wait for the Dealer Button to pass by and not post.

### RAISES

In No Limit Hold'em, unlimited raises will be allowed. A raise must be more than or equal to the amount bet, unless it is an all in raise.

### ONE CHIP RULE

If a player bets \$40, and another player throws in a \$100 dollar chip, it will only be a call not a raise, unless that player announces it as a raise.

## GOLDEN STATE CASINO POKER GAMES

### TEXAS HOLD'EM

In Texas Hold'Em, all players (normally nine players) are dealt two cards face down as their personal hand, after which there is a round of betting. The Dealer will then burn one card and turn three board cards (called the "flop") face up simultaneously and another round of betting occurs. Another card is burned and one board card (called the "turn") is turned up and is followed by another round of betting. One more card is burned and one last board card (called the "river") is turned up and a final round of betting occurs. The board cards are community cards and are shared by all active players in the hand. The player who makes the best five card poker hand, using any combination of the five cards on the board and the two personal cards, wins the pot. A player may even use all of the board cards and no personal cards to form a hand. This is called "playing the board." When more than one player has the same best hand, the pot is split amongst those hands. If there happens to be an odd chip, it will be awarded to the first player to the left of the dealer button.

Texas Hold'em uses a standard 52 card deck and a flat disk called a dealer button to indicate the player who is in the dealer position for that hand (even though a non-playing casino employee actually deals). The dealer button rotates clockwise. The player with the dealer button is last to receive cards on the initial deal and has the right of last action after the first betting round.

### RANKING OF HANDS

1. Royal Flush-An Ace-High straight of one suit.
2. Straight Flush - Five cards of the same suit in sequence.
3. Four of a Kind – Four cards of the same rank, plus an unrelated fifth card that has no bearing on the hand's value.
4. Full House - Three cards of the same rank and two cards of another rank. The rank of a full house is determined by the three of a kind, not by the pair.
5. Flush - Five cards of the same suit.
6. Straight - Five cards of sequential rank.
7. Three of a Kind - Three cards of the same rank.
8. Two Pair - Two cards of the same rank and another two cards of the same rank.
9. One Pair - Two cards of the same rank.
10. High Card – The highest ranking card in the hand.

GOLDEN STATE CASINO  
POKER ROOM RULES (LIMIT GAMES)

By playing at Golden State Casino, you agree that management has the final decision.

ACTION

Players must play in turn. Verbal action in turn is binding. If a player plays out of turn or raise out of turn, they can no longer raise, they can only call.

ADD ON

Players may add to their chips as many times as they want as long as they have chips in front of them. A player may only add on before the hand is dealt and after the hand is completed, but not during the hand.

BETTING LINE

Once the chip crosses betting line the chip is in play.

BETTING STRUCTURE

In Limit Hold'em, on the first round of betting and during "the flop", the bet is equal to the amount in the first number. (For example: 3x6 = \$3; 4x8 = \$4)  
On the "turn" and "river", the bet is equal to the second number. (For example: in 3x6 = \$6; 4x8 = \$8)

BLIND STRUCTURE

We use two blinds, one small blind and one big blind. Blinds are posted before the players look at their cards. In the 2x4 limit games, the small blind will be \$1 and the big blind will be \$2. In the 3x6 limit games, the small blind will be \$1 and the big blind will be \$3. In the 4x8 limit games, the small blind is \$2 and the big blind is \$4. In the 6x12 limit games, the small blind is \$3 and the big blind is \$6. In the 9x18 limit games, the small blind is \$3 and the big blind is \$9. In the 10x20 limit games, the small blind is \$5 and the big blind is \$10.

Blinds are part of a player's bet, unless the situation requires part of a particular blind to be "dead." Dead chips are not part of player's bet. The small blind is the player first position immediately clockwise from the dealer button and the big blind is player second position clockwise from the dealer button.

The player to the left of the blinds initiates action of the first round. After the first betting round, the action begins with the first active player to the left of the button.

## BUY IN

The minimum buy-in for all games is 10 times the minimum bet for the game being played. (For example:  $3 \times 6 = \$30$  Buy In,  $4 \times 8 = \$40$ )

After the first buy-in, the player is allowed to make one Short Buy-in. Anything less than the initial buy-in is considered a short buy-in. Adding to the stack does not constitute a Short Buy-in.

If a player bust out on big blind, they have the option to take small blind or wait for the Dealer Button to pass by and not post.

## COLLECTION FEE

The collection fee for each game is posted on the wall of the cardroom and is determined before the start of play, but is only collected after the casino dealer has put the "flop" on the board. No flop, no drop (collection fee).

The collection fee for all Hold'em games are as follows...

7 or more players - \$4

5 or 6 players - \$3

4 or less players - \$2 (No Jackpot)

Note: \$1 will go towards funding the Progressive Jackpots.

## DECISIONS

Management reserves the right to make decisions in the best interest of the game and fairness to all players even if a technical interpretation of the rules may dictate a contrary decision. The decisions of the management are final.

## HAND PROTECTION

It is the responsibility of the player to protect their own hands. If a player fail to take reasonable means to protect their own hand shall have no redress if their hand becomes fouled by contact with the discards "the muck" or is accidentally taken by the dealer.

One player per hand. Player should not show their hand or discuss their hand with other players. No standing behind. No playing someone else's chips.

## KILL POT

When a player wins two pots in a row, a half kill pot will be played. (After a player wins two pots in a row, the next hand will be the higher limit stated for a

half Kill Pot. For example: in 3x6 – ½ kill pot will be 4x8; in 4x8 – ½ kill pot will be 6x12)

When the same player wins the half kill pot, the game will continue as a half kill. In the event of a split pot during the half kill, the game will also continue as a half kill game.

### LANGUAGE

ENGLISH will be the ONLY language spoken when a hand is in play.

### LIMITS

The following Limits will be offered at Golden State Casino:

2x4 Hold'em  
2x4 with half kill Hold'em  
3x6 Hold'em  
3x6 with half kill Hold'em  
4x8 Hold'em  
4x8 with half kill Hold'em  
6x12 Hold'em  
9x18 Hold'em  
10x20 Hold'em

### LIVE STRADDLE

Live straddles bets are allowed. This occurs when the player directly in front of the big blind live raise before any cards are dealt. That player must have a minimum bankroll of five times the lower limit of the game. (For example: 3x6 limit = \$15)

### MISSED BLINDS

If a player misses the blinds or part of the blinds, they can either wait for the blinds to come around or post everything they missed. When a player chooses to post the full blinds, only the amount of the big blind plays, the remainder of the money is placed in the pot as "dead money".

### NEW PLAYER

A new player entering a Hold'em game is entitled to receive a hand. They may allow the blind to pass one time. After the blinds have passed a second time, the player must post the full blinds or come in on the big blind. The new player may

be dealt in when they are seated between the big blind and the button provided that they buy the blinds.

### RAISES

One Bet plus three Raises (on pots involving three or more players who are not all in) are allowed each betting round. A player must have half the bet or more in the pot without going back to their chips or say "Raise", in order to raise the pot. In the event of a live straddle, an extra Raise may take place before the flop (one bet plus 4 Raises). Unlimited re-raises are allowed when action is heads up.

### SEAT CHANGE

If a player moves away from the blind, that player must post the required blind or wait as many hands as players they skipped.

### SHOWDOWN

All cards must be shown face-up on the table in order to win any part of the pot. If a player deliberately miscalling his hand with the intent of causing another player to discard their hand unethically will result in forfeiture of the pot. The Dealer must kill all losing hands before awarding the pot to the winning hand.

### TABLE STAKES

All games are table stakes. Only chips on the table at the start of a deal shall be in play for that pot, except if the player has requested chips from the floorperson, dealer, or management before the start of the deal and the request is documented by the floorperson, dealer and management, and these chips are in transit to the table. All chips must be kept in plain view. A player may not remove any of their chips from play until they quit the game. Cash doesn't play.

### MISC RULES

1. Players must be seated to be dealt in
2. 3 man rule effective if there are names on the board  
For example, if two players have gotten up the third player cannot get up. That player must wait until the other players have come back or they will be taken out of the game to let the other people with their names on the board to play.
3. If a player misses 3 blind or is gone for more than 15 minutes, whichever comes first, that player will be picked up.
4. No rabbit hunting( no looking at the next cards when the hand is over)
5. Once a hand hits or is in the muck, the hand is dead (it is non-retrievable)

6. Only one player to a hand. No playing anyone's chip
7. Force move to main table when there are no names on the board
8. Players are able to buy missed blind
9. Card is dead if it's off the table
10. Jelly roll (if player busts out on their button and does not play their button, the button rolls over to the next player)
11. Misdeals
  - a.) If the first or second card is dealt open then it's a misdeal
  - b.) If 2 or more cards are open during the deal then it's a misdeal
  - c.) If the blind is not correct and no action yet then it's a misdeal, if action has occurred then the game is live.
  - d.) If a card has a different color from the rest of the deck then it's a misdeal.
  - e.) If the first card is dealt to the wrong person then it's a misdeal

## Texas Holdem Glossary of Terms

### Hole Cards

The first two cards dealt face down to each player.

### Community Cards

The five cards that are available for use by all of the players, placed in the center of the table.

### The Flop

The next three cards placed face up on the table.

### The Turn

The fourth card placed face up on the table.

### The River

The fifth card placed face up on the table.

### Pot

The total amount of money the player with the best hand will win.

### Bet

Putting money (wager) in the pot.

### Check

Choose not to bet when nobody has bet before you.

### Call

Putting money equal to another player's bet in the pot to stay in the hand.

### Raise

Increase the amount of money other players have bet.